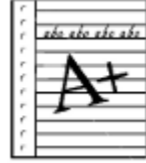


1, 2, 3, code! - Handouts

You can download here every handouts used during the lessons of the "1,2,3... code!" project and every useful resources for the robotics lessons (trail or programs for Thymio) or the programming lessons (sprites, backdrops and programs for *Scratch* or *Scratch Junior*)



[Cycle 1](#)



[Cycle 2](#)



[Cycle 3](#)



[Cycle 4](#)

[Cycle 1](#)

[Conceptual scenario](#)



Sequence I-1: Playing robot

[Handout 01](#) : Instruction cards for the avatar

[Handout 02](#) : One program, more programs (1/2)

[Handout 03](#) : One program, more programs (2/2)

[Handout 04](#) : The avatar's treasure chests: colored version

[Handout 05](#) : The avatar's treasure chests: unmarked version

[Handout 06](#) : Avatar instructions: Open the chest

[Handout 07](#) : Avatar instructions: Conditional cards

[Fiches documentaires séquence 1](#)



Sequence I-2: Playing with robots

[Handout 08](#) : About Thymio

[Handout 09](#) : Thymio dissection

[Trails for Thymio](#)



Review: What is a robot?

[Handout 10](#) : What do these things have in common? (1/2)

[Handout 11](#) : What do these things have in common? (2/2)

[Fiches documentaires séquence 2](#)

[Cycle 2](#)

[Conceptual scenario](#)



Sequence II-1: The adventure

[Handout 12](#) : The hero's route

[Handout 13](#) : Instructions for the hero

[Handout 14](#) : A riddle to decode

[Handout 15](#) : The coral maze

[Handout 16](#) : Summoning the magician: The hat to draw

[Handout 17](#) : Summoning the magician: Alternate grids

[Handout 18](#) : A few suggestions for the "Post-It art"

[Handout 19](#) : The recipe for the magic cake

[Handout 20](#) : The recipe for the magic cake: Excerpts

[Fiches documentaires séquence 1](#)



Sequence II-2: Telling the adventure with *Scratch Junior*

[Handout 21](#) : The *Scratch Junior* programming screen

[Handout 22](#) : Understanding a program with a loop

Liens pour télécharger/installer

[Fiches documentaires séquence 2](#)



Sequence II-2: Alternative with *Scratch*

[Liens pour télécharger/installer Scratch](#)

[Programmes corrigés étape par étape](#)

Fiches documentaires séquence 2bis



Sequence II-3: Robotics

[Handout 23](#) : Learning about Thymio

[Handout 24](#) : Programming Thymio: Introduction to the VPL interface

[Handout 25](#) : Writing your first Thymio programs

[Handout 26](#) : Testing Thymio's sensors

[Handout 27](#) : Programming an "explorer" Thymio

[Pistes pour Thymio à imprimer](#)

[Logiciel VPL pour programmer Thymio](#)

[Fiches documentaires séquence 3](#)

Exercices interactifs

Cycle 3

[Conceptual scenario](#)



Sequence III-1: Prepare the mission

[Handout 28](#) : Operating a vehicle remotely

[Handout 29](#) : Encode and decode a message

[Handout 30](#) : Code the elements of a list in binary

[Handout 31](#) : How to encode and decode a binary message

[Fiches documentaires séquence 1](#)



Sequence III-2: Simulate the mission in Scratch

[Handout 32](#) : Some useful *Scratch* instructions

[Handout 33](#) : X and Y coordinates in *Scratch*

[Handout 34](#) : Playing cards (1/2)

[Handout 35](#) : Playing cards (2/2)

[Handout 36](#) : Logical expressions

[Handout 37](#) : Securing the base

[Handout 38](#) : Finding the shortest route

[Liens pour télécharger/installer Scratch](#)

[scènes et lutins](#)

[Programme corrigé final](#)

[Fiches documentaires séquence 2](#)



Sequence III-3: Sending News

[Handout 39](#) : Images for sending

[Handout 40](#) : Grids of varying density

[Handout 41](#) : How to code a black and white image

[Handout 42](#) : Encoding grayscale images

[Handout 43](#) : Encoding color images

[Handout 44](#) : Simple examples of secure communication

[Handout 45](#) : Another example of secure communication

[Handout 46](#) : Making an encryption and decryption tool

[Logiciel XnView](#)

[Useful files \(corrections, examples...\)](#)

[Fiches documentaires séquence 3](#)



Review: Defining computer science

[Handout 47](#) : The History of Computer Science: image collection 1

[Handout 48](#) : The History of Computer Science: text selection 1

[Handout 49](#) : The History of Computer Science: image collection 2

[Handout 50](#) : The History of Computer Science: text selection 2

[Handout 51](#) : The History of Computer Science: image collection 3

[Handout 52](#) : The History of Computer Science: text selection 3

[Handout 53](#) : The History of Computer Science: image collection 4

[Handout 54](#) : The History of Computer Science: text selection 4

[Handout 55](#) : The History of Computer Science: image collection 5

[Handout 56](#) : The History of Computer Science: text bundle 5

[Handout 57](#) : The History of Computer Science: A Timeline

[Fiches documentaires séance bilan](#)

Exercices interactifs

Cycle 4

Coming soon!

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